

<http://www.replacementdoes.com>

# SOCCER



# JAGUAR

64 • B I T

GAME MANUAL

# SOCCER



## CONTENTS

|                                |    |
|--------------------------------|----|
| Introduction .....             | 01 |
| Layman's rules of soccer ..... | 01 |
| Controls .....                 | 04 |
| Options .....                  | 10 |
| Software Warranty .....        | 17 |

# INTRODUCTION

The main part of the game is the soccer action itself, the rules of which we shall describe briefly below. Around the soccer action we have included a fair variety of different soccer competitions, cups, leagues and championships, both real and imaginary. All of these features should add to your enjoyment of what we would consider to be the most realistic and playable soccer simulation to date.

## LAYMAN'S RULES OF SOCCER

Here then for the uninitiated are a very basic set of rules for the game of soccer:

- 1) There are 2 sides of 11 players each.
- 2) One player in each side is called a goalkeeper and goalkeepers generally stand in front of the goals at either end of the pitch wearing dark green jerseys. Goalkeepers are the only players allowed to touch the ball with their hands, so watch out.
- 3) Each team is given a direction to kick in and the object of the game is to kick the ball into the goal or net that the opponent's goalkeeper is defending. If you manage to do this then your team has scored a goal.
- 4) After 45 minutes the goalkeepers swap ends and the teams kick the other way up the pitch. The interval between the two halves is called 'Half Time'.
- 5) After 90 minutes the game ends and the team with the most goals scored wins! If both teams have scored the same amount of goals after 90 minutes

then it is called a draw....

**6)** If it is a draw after 90 minutes and extra time is being played, then the teams will continue to play for another 30 minutes with an additional half time swap in the middle. If one of the teams has scored more goals than the other after extra time then they are the winners. But....

**7)** If the game is to be decided on penalties and the game is still a draw after extra time, or it is a draw after 90 minutes and no extra time is permitted, then the winner of the game is decided on the basis of a penalty shoot out.

**8)** A penalty shoot out is a sequence of penalty kicks. A penalty kick is where the ball is placed on the penalty spot (the spot in the middle of the big box near the goal net) and a player from one team has to try and kick the ball past the opposing goalkeeper and into the net. In a penalty shoot out the teams take it in turns to take penalty kicks against each other until each team has taken five penalty kicks. The team that has scored the most penalty kicks wins. If both teams have scored an equal amount of goals from their first five penalty kicks then a situation arises known as Sudden Death. During sudden death each team takes one penalty kick each and if necessary another penalty kick each until during such a brace of penalty kicks one team scores and the other team doesn't. In this case the scoring team is the winner.

**9)** A match starts with either team kicking off from the centre spot (the spot in the middle of the pitch). Both teams then continue to boot the ball around until one of five things happens. Either:

**i)** The ball goes over the touch line to the side of the pitch for a throw in. In which case a member of the

team that wasn't the last to touch the ball will pick it up and throw it back onto the pitch from the point on the touch-line where the ball left the field of play. The players can then continue to boot the ball around.

**ii)** The ball goes over the touch line behind one of the goals. If the last person to touch the ball was the goalkeeper defending that goal or any other member of that team then this results in a corner kick to be taken by the other side. For a corner the ball is placed in the quarter circle in the corner of the field of play nearest the point where the ball crossed the touch line. The ball is then kicked into play by a member of the other side before the booting around can start again.

**iii)** The ball goes over the touch-line behind one of the goals having last been touched by a member of the team attacking the goal as opposed to the team including the goalkeeper who are defending that goal. This results in a goal kick to the defending team, which means a member of the defending team (usually the goalkeeper) will place the ball in the forward corner of the six yard area (the little box near the goal net), nearest the point at which the ball crossed the touch line, and kick the ball back into play.

**iv)** A member of one of the teams accidentally kicks a member of the other team instead of the ball. This is called a foul. If a foul is committed then the game is stopped and the team whose player got kicked is awarded a free kick. This means that the ball is placed at the point on the pitch where the foul occurred and the hobbling player or one of his team mates restarts play by kicking the ball. However if the foul is committed inside one of the penalty boxes and the player who was kicked is not on the same

side as the goalkeeper defending that goal, then the hobbling player and his team are awarded a penalty kick (see rule 8), not to be confused with a penalty shoot out. After the penalty kick has been taken play continues as normal.

**v)** One of the teams scores a goal. If this happens the ball is replaced on the centre spot in the middle of the pitch and play restarts with the team who didn't score the goal kicking the ball.

**10)** At any of the points in the game described by rule 9 above is possible for either team to make a substitution (swap any one of their players on the pitch with any one of their spare players on the bench). Each team can make up to two substitutions in any one game.

**11)** There is no offside, not in this game.

## CONTROLS

Sensible Soccer has two different game environments, the menus and on the pitch. To use the menu system, move the directional controls on your control pad to highlight each option. Press the B button on your control pad to select the option currently highlighted. Controlling the players on the pitch is discussed in the 'player controls' section.

### IN GAME KEYS - KEY PAD

2 - exit game / \* - replay  
pause - pause/unpause

### IN REPLAY KEYS - KEY PAD

# - save to highlights / 7 - stop replay

## AT FULL TIME

# - play highlights

**PLAYER CONTROLS** - During the game you may only control one member of your team at any one time. The man currently under your control is the one with the white number above his head. Control will be changed to another man if the man currently under control is too far away from the ball or if he has lost his footing for any reason.

**OFF THE BALL CONTROLS** - These controls apply when the man under control is not in possession of the ball.

**RUNNING** - To direct your man simply press your controller in the direction you want the man to run in. A running man can intercept the ball from an opponent in possession.

**SLIDING TACKLES** - When running off the ball it is possible to slide into the ball or an opponent by pressing button A,B or C. This will make your player slide in the direction he is facing. Whilst a man is sliding it is possible to get him to deflect the ball in a direction different to the one in which he is sliding when he makes contact with it. To do this the controller must be redirected whilst a man is in mid-slide before he has made contact with the ball. This is a skill which must be mastered.

**HEADERS** - When the ball is in the air and you press A,B or C instead of sliding you will attempt to head the ball. Such headers can also be deflected in a similar way to sliding tackles but redirecting must take place before contact with the ball has been made.

**ON THE BALL CONTROLS** - These controls apply only when your man is in direct possession of the ball. The control methods described below can be adjusted to suit

your own preferences by changing the difficulty level in the options menu.

**DRIBBLING** - When on the ball simply press your controller in the direction in which you want the player to dribble with the ball. You will find that as the player gathers speed it is harder for him to change direction and retain control of the ball. This is another skill which has to be mastered.

**PASS** - When on the ball if you press button A whilst you are directing the controller, the ball will be played along the ground in the direction you are facing or, if there is one of your team mates standing roughly in the direction you are facing and within passing distance then the ball will be played straight to our team mate's feet.

**KICK** - To kick the ball in the normal way the controller should be directed in the desired direction and button B should be firmly pressed. Note that if you quickly tap the button, it will perform a pass.

+ When the ball has been kicked as opposed to being passed it is possible to apply varying degrees of lift and bend to it. To do this the controller must be redirected within a very short time after button B is initially pressed. It is not necessary to release the button before redirecting.

**REDIRECTION TABLE FOR LIFT AND BEND** - Assuming the player is running and kicking UP the pitch, lift and bend, when applied to a shot, will work in the following manner (The quicker the bend is applied to a shot the more exaggerated the bend will be):

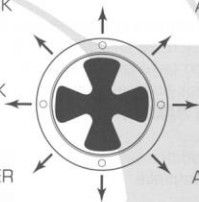


## A NORMAL STRAIGHT KICK

A NORMAL KICK  
BENDING TO  
THE LEFT

A LOBBED KICK  
BENDING TO  
THE LEFT

AN UP & UNDER  
BENDING TO  
THE LEFT



A NORMAL KICK  
BENDING TO  
THE RIGHT

A LOBBED KICK  
BENDING TO  
THE RIGHT

AN UP & UNDER  
BENDING TO  
THE RIGHT

## A NORMAL STRAIGHT KICK CENTRE JOYPAD - A STRAIGHT LOBBED KICK

**SHOOT (BUTTON C)** - You can use either the pass or the kick button to shoot at goal. Depending on the current difficulty level, you can also use the SHOOT button to shoot at goal with the ball. See options for more details. The SHOOT button works in a number of ways -

**WHILST ATTACKING:** The player will shoot towards goal. If the ball is in the air the player will head towards the goal. If the player is near the ball, he will slide in and knock it towards the goal.

**WHILST DEFENDING:** The player will do a lofty boot up the pitch to clear the ball. If the ball is in the air, the player will head the ball to safety. If the player is near the ball, he will slide in and knock it into safety.

### SET PIECES

All set piece kicks and throws work as a normal kick

or pass except that illegal or illogical angles cannot be chosen by the kicker or thrower.

## GOALKEEPERS

Goalkeepers are always under computer control except when they have the ball in their hands or when they are about to take a goal kick, in which case all they can do is kick the ball out.

## EDITING PLAYERS NAMES:

KEYS -

B button start edit

C button edit complete

A button abort

B button select current character

pad left - delete character

pad right - insert space

pad up - scroll through letters (PLUS)

pad down - scroll through letters (MINUS)



## THE BENCH

The bench can be called on at any time during the game when the ball is out of play, or if a free kick has been awarded, or before the beginning of a half. To access the bench press either LEFT or RIGHT on the directional pad 3 times. This can only be done when the ball is out of play or before a free kick or the beginning of a half.

## MANAGER

Moving the arrow up and down the bench enables the selection of the manager or substitutes, press button B to select. The manager is the one wearing the brown coat and he is used to change the team formation on the pitch. When he is selected, press up and down on your controller to select the new formation

form the managers menu and then press button B.

## **SUBSTITUTES**

All the other players on the bench are the substitutes and up to two substitutes can be brought on to replace other players in their team at any time during a match. When a substitute is selected he will stand up and the substitute menu will appear which will enable the player to choose which player he wishes to take off. When the player to be brought off is selected he will run off the pitch and the selected substitute will run on.

## **REPLAY**

To replay the last five seconds or so of action, press the \* button during play. A large R will appear in the top left corner of the screen to indicate a replay. The game will continue as normal once the replay is finished.

## **PAUSE**

To pause the game during a match, press the pause button. To continue playing, press pause again.

## **SOUND FX**

You can change the sound fx volume (noise of the crowd) by pressing pause on the controller then press button B to enter the volume menu. Then use the directional controller to change the volume (Left = down, Right = up) then press B to exit the FX volume or pause to unpause the game.

## **EXIT**

You can exit a match by pressing the button 2 after the game has been paused. You will be given the option to CONTINUE or EXIT. Button B is used to make the selection. Selecting exit will abandon the match. In a cup or league match, you are automatically awarded a 5-0 defeat against you.

# OPTIONS

## CLEAR CART MEMORY

This will wipe out any saved information that has been initiated and will reset the options in the options menu back to default. When Jaguar is turned off all options go back to default and any saved information will be cleared.

## GAME LENGTH

The real time length of each match can be set to either 3,5,7 or 10 minutes.

## MENU MUSIC

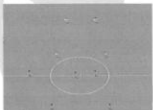
The music played during the menu sections can be turned on or off.

## SEASONAL WEATHER

There are two forms of pitch type selection in this game. One known as pitch type is a straight choice of an icy, wet, soft, muddy, normal, dry or hard pitch or a random choice between these seven. The other, known as seasonal weather, is mainly a



means of simulating the influence that the weather can have on a football match, League or cup. Each month of the year has been given a specific typical weather pattern so a friendly played in July, for example, has little chance of rain and a much greater chance of a nice dry pitch. For cups and leagues the month selected will act as the start of the season. Each league is played over an eight month period with the matches spread even-



ly over that period. Each round of the cup lasts for one month so a three leg cup starting in July will have its final played in September. Both legs of a two leg round will be played in the same month.

## **DIFFICULTY LEVEL**

There are three settings - Beginner, Normal and Expert . Changing the difficulty level will affect the controls used to play during a match. Novices should leave the game at the beginners level. This level allows you to dribble and turn quickly with ball without you losing control of it. The exact differences between each difficulty level are explained below.

**BEGINNER** - The computer opposition is easier. Each player has an easy ball dribbling ability, where the ball will stay with the player even when making quick change in direction. The special shoot button is also employed. Pressing this button near to the goal will make the player shoot towards goal every time.

**NORMAL** - The computer opposition is set to a normal level. The easy ball dribbling ability is still employed. Only STAR players can use the special shoot ability \*

**EXPERT** - The computer opposition is the hardest level available. Only star players have the easy ball ability and only the star players have the shoot ability \*  
\* - if the player isn't a star player then the shoot button will act just like the kick button.

**LANGUAGE** - You can choose between English, German, French or Italian.

Now that we have had a look at options, it's time to go back to the main menu. Choose EXIT:

**FRIENDLY** - This is a single match between either two players or the player and the computer (there is also a chance to watch computer vs computer). The

desired pitch conditions should first be selected by



cycling through the available options with button B. Then players must pick their teams, two teams must be highlighted from the team list either as red computer teams or blue player teams. To choose a player

team, select it once to turn it to red then select it again to turn it to blue. The right number of teams must be chosen before the game can continue, confirm by selecting o.k. When the teams are chosen, select play match (see also pre match tactics).

**CUP** - The cup competition is basically a knockout competition for 2 to 64 teams at any one time, where during a series of games the winning teams remain in the competition and the teams that lose are eliminated immediately, until in the end there are only two teams left in the competition. The winner of the cup final gets the cup and the glory.

There are options to select which pitch type/weather, the number of teams/rounds and the inclusion of extra time and penalties at various stages in the competition. If a match is drawn after 90 minutes then extra time will be played if the option has been selected to YES for that round. Extra time will also be played if replay has been selected and the game is a replay. If NO is selected then it will go straight into penalties.

The possibility of penalties is dealt with in exactly the same way to extra time but if both are possibilities then both extra time and penalties will be played. If two legged matches are to be played at any stage of the competition then the round will be decided over

two legs with both teams playing at home. Both of the scores are added together to give an aggregate score. The winner is the team with the higher aggregate score. If it is a draw and the away goals are set to YES then the team which has scored the most goals away from home will become the winner. If both away goals are equal and it is still a draw then extra time and penalties will occur.

In a one leg game if it is a draw and extra time and penalties are set on No then a replay will decide the winner.

**CUP MENU** - All options on the cup menu are selectable by using the B button to cycle through the available choices. The teams for the cup competition must then be chosen by using the blue choose option, in a similar way to selecting the teams for a friendly. When you are happy with all the options select play to enter the competition.

When into the cup sequence proper keep on selecting play match followed by next match to play the next match.

Computer results will be calculated when appropriate and played in sequence with matches involving one or two players. All player matches will lead onto the pre match tactics screen (see below).

To scroll through the draw/results of a round use the red arrows at the side of the table.

A cup can be exited and returned to at any time provided that another cup match is not going to be played. Via the cup or specials options.

**LEAGUE** - The league is a competition where 2-20 teams play matches against each other in sequence until they have played each other between one and ten times as specified. The results are tabulated using

the following criteria : 2 or 3 points for a win - 1 point for a draw and 0 points for a loss.

The team with the greatest number of points after all the matches have been played wins the league.

You can set all the variable like no. of teams and number of times that they play each other etc etc can all be set by simply cycling through the available options in the league menu and by using button B to select the one you want. Choose league teams like in a friendly before selecting play league. Once in the sequence of games select play match and next match as in the cup option above. Results are tabulated game by game.

A league can be exited and returned to any time as long as another league hasn't been started.

**SPECIAL LEAGUE/CUP COMPETITIONS** - To help players to get going quickly in cup and league competitions SENSIBLE SOCCER offers various presents cup and league competitions for the various different team types (INTERNATIONAL, CLUB OR CUSTOM)

The choices are: (CLUB)

**EUFA CUP** which has 64 teams with two legs plus the away goals rule for all rounds including the final.

**EURO SUPER LEAGUE** Where 20 teams play each other twice scoring 2 points for a win

**CUP WINNERS CUP AND EUROPEAN CUP** Both of which have 32 teams, a one leg final and two legs including the away goals rule for all other rounds.

The choices are : (NATIONAL)

**WORLD CHAMPIONSHIP** the world championship is a 24 team cup competition which is initially split into six groups of four teams. The teams in each group of four teams. The teams in each group play each other once. Only the top two teams in each group qualify



plus the four best third placed teams qualify. Then these teams enter a straight knockout competition with all games from this point being single legged and going to extra time and penalties.

**EURO CUP** This is a cup competition involving thirty two teams. There are five rounds to play through. If a tie ends in a draw then extra time is played then it is a replay to decide the winner.

**LEAGUE OF NATIONS** Where 16 teams play each other once scoring 2 points for a win.

**EUROPEAN CHAMPIONSHIPS** Where 8 teams are divided into two sub divisions of 4 teams each. Each team plays each other once. After all matches are played the bottom two teams of each league are eliminated and the winners of each league play the second placed team of the other league.

The choices are: (CUSTOM)

**THE BOOBY LEAGUE** Is an 8 team league where the teams play each other once.

**THE TURKEY TOURNAMENT** is a 16 team cup competition. Each round is played over two legs, with the aggregate score deciding the winner. If a tie is drawn at the end of a second leg extra time and penalties will be played.

**THE EGG CUP** With 64 team and single leg matches except for the two leg semi and finals.

**THE CHICKEN LEAGUE** with 2 teams playing each other 5 times scoring three points for a win. There is no limit to how many of the teams in all of these specials can be selected as player teams but the players should select at least one team if he or she wants to play in the competition.

**PRE MATCH TACTICS** Before every game every player is given the option to rearrange the tactical layout of

their team.

The formation can be changed by selecting the appropriate box. There is a choice of formations: 4-4-2 5-4-1 5-3-2 3-5-2 4-3-3 all out attack and all out defence.

Substitutes are low in the players lists. To change players around on the field or to swap a sub with someone starting line up select the name of the player to be moved from the list of names down the left hand side of the screen and then pick his new position in the format.

If a player is out to position then their name and position will be in red. The likely formation of the opposing side for the current match can be seen, if view oppo is selected (PRESS B BUTTON)

Once the player is happy with the selection made you should go to play game and press button B.

For a two player game both players will be allowed to edit their own team formation in turn before play commences.

\* \* \* \* \*

## HANDLING YOUR CARTRIDGE

- \* The Atari Jaguar Cartridge is intended for use exclusively with the Atari Jaguar 64-Bit Interactive Multimedia System.
- \* Do not bend it, crush it or submerge it in liquids.
- \* Do not leave it in direct sunlight or near a radiator or other source of heat.
- \* Be sure to take an occasional recess during extended play to rest yourself and the Jaguar cartridge.

\* \* \* \* \*

## **WARNING TO OWNERS OF REAR PROJECTION TELEVISIONS**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

\* \* \* \* \*

### **Software Warranty**

Telegames warrants to the original purchaser that this product will be free from defects in material and workmanship under normal authorised use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by our receipt. During this Warranty Period, Telegames will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorised by Atari are used in connection with this product.

Do not return your software to the retailer. Return your software under warranty with a description of the problem and your original sales receipt (photocopies will not be accepted) clearly indicating the date of purchase to:

For UK, Europe and rest of the world:

Telegames Ltd Telegames, Inc  
Kilby Bridge, Wigston  
Leicester, LE18 3TE, UK

For US, Canada and Mexico:

Box 1855  
De Soto, Texas, 75115, USA

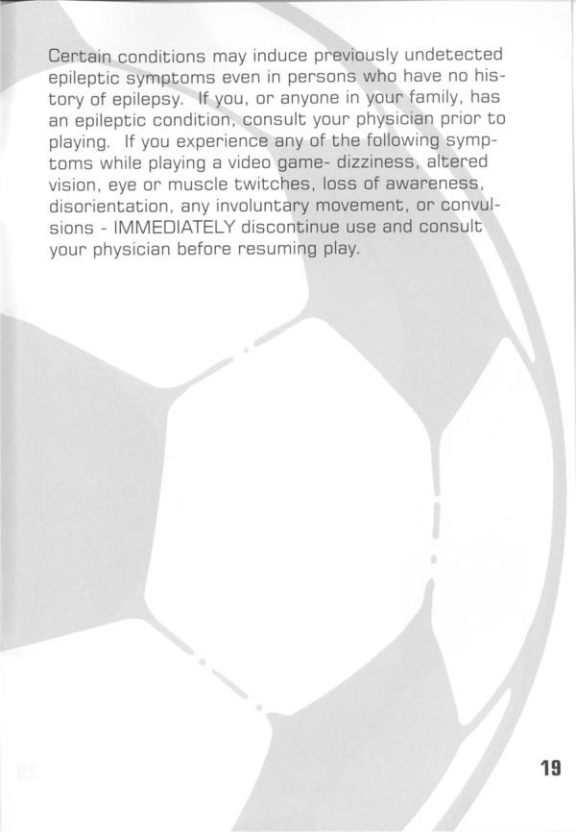
In no event shall Telegames be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

\* \* \* \* \*

### **Epilepsy Warning**

Read before using your Atari Video Entertainment System -

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals.



Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.







**TELEGAMES**

© 1995. All rights reserved.

**JA250**  
Printed in USA